

# SonicCell **Expandable Synthesizer Module and Audio Interface**



## Using SonicCell with Digital Performer™

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**SCWS08**

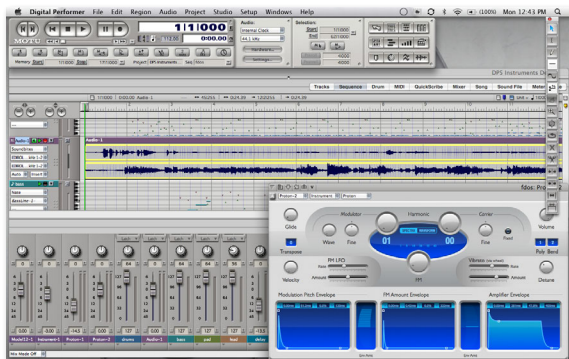
## About the Workshop Booklets

Roland's SonicCell is designed for modern musicians. Using USB, It adds a huge set of sounds to your digital audio workstation (or "DAW") without adding to your computer's workload. It's also an audio interface that can get signals from mics, instruments, or other devices to DAW tracks for recording. SonicCell's Editor software allows you to program SonicCell from within your DAW. Onstage, its compact size also makes SonicCell the ideal companion for a laptop DAW, letting you perform and sing along with recorded tracks. Or use it to play back sequences and audio files from a USB memory stick.

Each SonicCell Workshop booklet focuses on one SonicCell topic, and is intended as a companion to the *SonicCell Owner's Manual*. This booklet requires SonicCell O.S. Version 1.11 or higher. You can download the latest SonicCell O.S. for free from [www.RolandUS.com](http://www.RolandUS.com).

## About This Booklet

This booklet explains using SonicCell with Mark of the Unicorn's Digital Performer. We'll discuss sequencing MIDI tracks in Performer using SonicCell's synth sounds. We'll also talk about using SonicCell as an audio interface for recording live audio and SonicCell sounds as audio tracks in Performer.



We'll assume you've installed and know how to operate Performer—otherwise, consult the documentation in its Help menu. We'll also assume you've read the *Using SonicCell with a DAW* and *Using SonicCell as an Audio Interface* Workshop booklets, that SonicCell and your computer are hooked up and turned on, and that you're listening through SonicCell.

## Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.

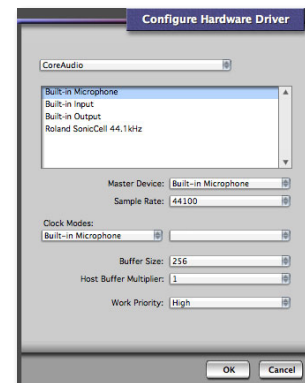


Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

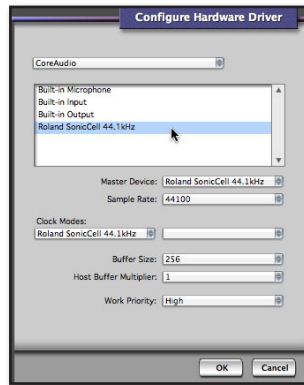
## Configuring Performer to Work with SonicCell

### Setting Up Performer for SonicCell Audio

- 1 Set SonicCell to the sampling rate you want to use. (You can change it later—see the *Using SonicCell with a DAW* Workshop booklet.)
- 2 If you launch Performer with no outputs selected, a dialog appears in which you click OK to open the Configure Hardware Driver window. If Performer's already running, click the Control Panel's Hardware... button to open the window, or select **Configure Hardware Driver** from the Setup menu's Configure Audio System submenu.



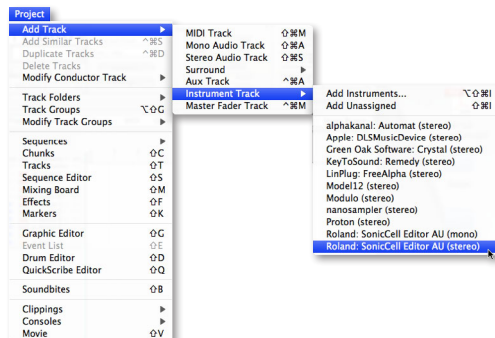
- 3 In the Configure Hardware Driver window, select **Roland SonicCell** [SonicCell's current sampling rate].



- 4 Click OK.

## Creating a SonicCell Editor Track

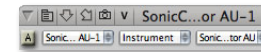
- 1 Open the project you want to work on, or create a new one.
- 2 Go to the Project menu, and select **Add Track > Instrument Track > Roland SonicCell Editor AU (stereo)**.



A new instrument track is created.



In addition, a small window header appears.



- 3 Close the window header by clicking its Close triangle.
- 4 Click and hold on the instrument track's OUTPUT popup—shown circled in red in the picture above—and then select **New Stereo Bundle > Roland SonicCell** [SonicCell's current sample rate] 1-2.



Once you've created a bundle in a Performer project, you can re-use it for other tracks by selecting it from their OUTPUT popups.

- 5 Performer exchanges data with SonicCell, and the Editor opens.

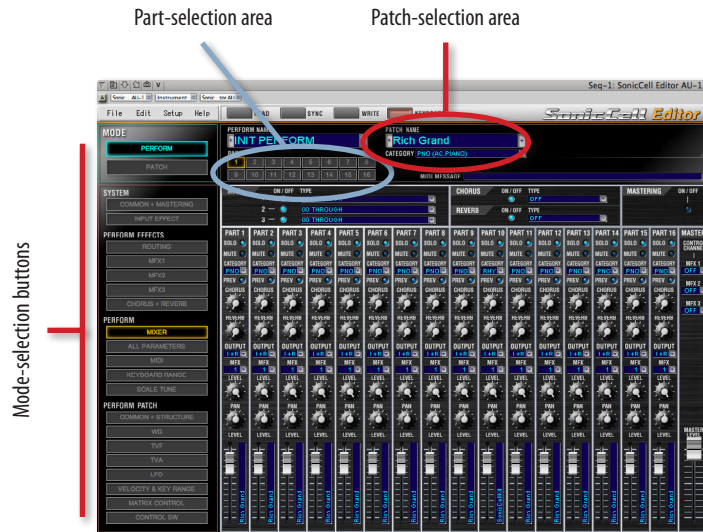


- 6 To close the Editor, click its Close triangle. To reopen it at any time, double-click "SonicCell Editor AU-1" in the track's TRACK NAME area.



Changes you make to SonicCell using the Editor affect SonicCell's current performance, or—if you're in Patch mode—its current patch.

## Using the SonicCell Editor



You'll find detailed instructions for using the SonicCell Editor in its manual, which you can display by clicking the Help button in the SonicCell Editor window. What follows here are some quick instructions to get you started.



Everything you set up in the SonicCell Editor is automatically saved in your Performer project. When you reload the project, the Editor automatically sets up the current performance in SonicCell to match.

### Selecting a Patch for a Part

You choose each patch you want to use in Performer by selecting it for the part that a Performer MIDI track is configured to play. Here's how:

- 1 Click the part's number in the PARTS area of the Editor window.
- 2 Select a patch for the part using the controls in the patch-selection area, circled in red above.

To select a patch by:

- *memory location*—click the PATCH NAME parameter's popup arrow to reveal SonicCell's patches organized by their memory locations.
- *category*—click the CATEGORY parameter's popup arrow to reveal SonicCell's patches divided into categories.



You can select performances stored in SonicCell using the PERFORM NAME popup located above the part-selection area.

### Digging Deeper

The SonicCell Editor lets you change the current performance's sounds in a range of ways. The mode-selection buttons to the left of the Editor window determine the parameters you see and can edit at any given time. They're divided into the following sections:

- **SYSTEM**—The buttons in this area allow you to set SonicCell's global behavior, and also get quick access to its input effect, a handy thing when you're recording live audio through SonicCell.
- **PERFORM EFFECTS**—These buttons edit the performance's effect setup.
- **PERFORM**—These parameters allow you to control the way each part plays its patch, and lets you add effects to the patch.
- **PERFORM PATCH**—These parameters allow you to dig right inside a part's patch in order to edit it down to its most basic characteristics.



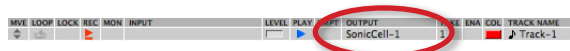
Before using the PERFORM PATCH buttons, be sure to select the part that plays the patch you want to edit. You do this by clicking the part's number in the part-selection area at the top of the window.

## Sequencing with SonicCell Patches

In this section, we'll assume

- you're using *SonicCell in Performance mode*—using SonicCell's PRST 01 Seq: Template performance to start with.
- you've connected a MIDI controller to SonicCell's MIDI IN jack—and turned on SonicCell's USB-MIDI THRU System parameter.

- 1 Open the project you want to work on, or create a new one.
- 2 In the Tracks window, locate the already-existing track you want to record, or create a new MIDI track by going to the Project menu and selecting Add Track > [MIDI Track](#).
- 3 Click on the track's OUTPUT popup—circled in red here—and select the MIDI channel for the SonicCell part whose patch you want to sequence.



Here's we've selected the MIDI channel for Part 1 in SonicCell.



If you haven't yet selected a patch on SonicCell to play from this track, use the SonicCell Editor to assign the desired patch to the part you want to use. Once you've done that, return to the MIDI track you've been setting up.

- 4 When you play your controller now, you should hear the desired patch play in SonicCell.
- 5 Record your SonicCell track as you would any other Performer track—when you play it back, you'll hear its SonicCell patch play.
- 6 Repeat Steps 2-5 for other SonicCell tracks you want to sequence.



At this point, your track is sequenced, and you'll hear it each time you play your project, including when you edit the track. However, the sound is still coming from SonicCell itself—it hasn't yet been recorded as an audio track in Performer. We'll get to that in the next section.

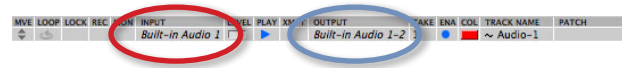
## Recording Audio from SonicCell in Performer



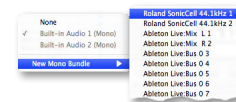
If you haven't yet read the *Using SonicCell as an Audio Interface* Workshop booklet, read it now before proceeding. SonicCell offers lots of audio-interface options you'll want to know about.

### Selecting Audio to Record

- 1 Open the project you want to work on, or create a new one.
- 2 In the Tracks window, locate the already-existing track you want to record, or create a new one by going to the Project menu and selecting Add Track > [Mono Audio Track](#). (We'll talk about stereo audio tracks in a moment.)
- 3 Click on the track's INPUT popup, shown here circled in red.



- 4 The first time you select a SonicCell input, choose the desired input from the New Mono Bundle submenu.



You can record in stereo from SonicCell by using a stereo Performer track, and by creating a new stereo bundle.

Here, we've selected SonicCell's Neutrik input.

- 5 Click and hold on the track's OUTPUT area to show the OUTPUT popup menu.
- 6 Select the same stereo SonicCell stereo bundle you created when you set up your Editor track on Page 3 in this booklet.



Once you've configured the track's input and output, its REC (Record) and MON (Monitor) buttons become available.

## Turn Off Software Monitoring

- 1 In the track you're recording, make sure the MON button is turned off.



As we noted in the *Using SonicCell with a DAW* Workshop booklet, you do have the option of listening through Performer if you want to hear its effects as you record. However, since you may encounter latency doing this, we recommend listening directly through SonicCell.



If you *do* decide to listen through Performer, you can hear your live input by turning on the track's MON button.



Mon button off



Mon button on

### Before Recording: SonicCell Audio-Recording Strategy

Since SonicCell can simultaneously be the source of synth sounds and your live audio, a little thought needs to be given to making sure you're only recording exactly what you intend to record on any given track.

When you want, for example, to record a single SonicCell synth sound on its own track, you don't want another synth sound or live audio to find its way onto the track. Likewise, if you're recording a vocal or other live audio, you don't want your synths recorded on that same track. Here's what to do.

- *When you want to record a single synth track as a Performer audio track*
  - mute any other SonicCell synth tracks you have in the song by temporarily turning off their blue dots in the ENA (for "Enable") column of the Tracks window, or mute their parts in the SonicCell Editor.
  - If you've connected a mic, instrument, or other device to one of SonicCell's inputs, disconnect it until you're ready to record its audio onto a Performer track.

- *When you want to record live audio as a Performer audio track, you can use either of two methods:*
  - *If you need to hear your SonicCell synth tracks as you record*—send your live audio through SonicCell's input effect, and then set the TO COM parameter on the In/Out Routing screen to [Input FX](#).
  - *If you don't need to hear SonicCell synth tracks as you record*—mute them in Performer by clicking their ENA buttons to unlight them, or mute their parts in the SonicCell Editor.

## Troubleshooting

If you experience problems recording or playing back audio, Performer's built-in owner's manual can provide insights that can help you solve your problem. See Chapter 25, "Computer Resources and Strategies." In addition, raising the Audio Buffer size in SonicCell's control panel may also help, though it may also increase latency if you're working with soft synths in Performer.

## The End

We hope you've found this workshop helpful. Keep an eye out for other SonicCell Workshop booklets available for downloading at [www.RolandUS.com](http://www.RolandUS.com).